



LSD: DREAM EMULATOR FAN ANTHOLOGY

LOUSE
SWEET
DREAM AND
FOLLOWERS

**13 years have passed and
I still don't know how
to wake up from that dream.**

LOVE SWEET DREAM
AND FOLLOWERS

Sires Jan Black

Ludicrous Sectile Dream

KCB

Each Life / You Are Unfair / Season Of The End

Yuu

Lovely Sweet Dream!

Shiita

Picture (?) Diary

* Karacha

I Recommend Completing Day 365 Before This

* Liuno

An Investigation Concerning the LSD Graph / The Map and Characters of Kyoto
About the Bug Textures

Shigunon

Let Loose LSD

Matcha Samuten

Because That Person Was Pitiful

Suda

NO TITLE

Garisawa

LABYRINTH SILENT DREAM

Comments

Day 153



START



I'M
HOME.

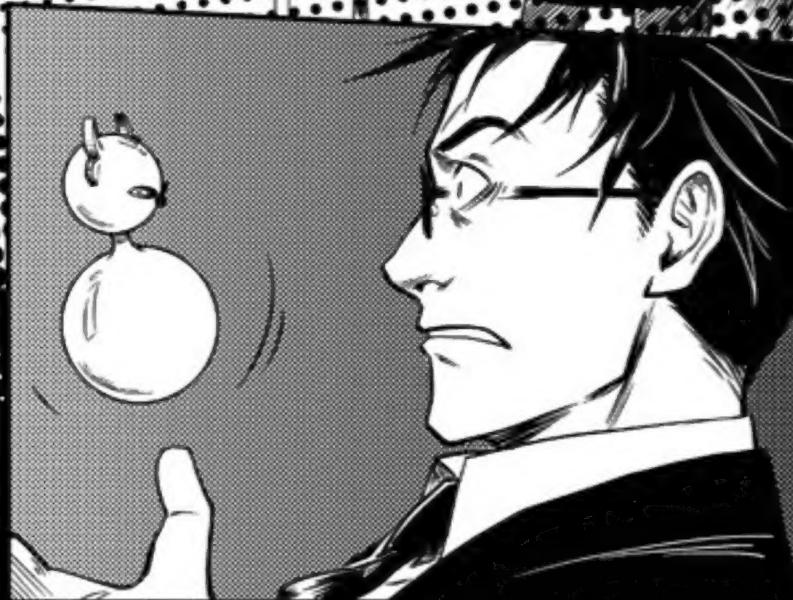
A close-up of a woman's eye with a determined expression. A speech bubble originates from her eye, containing the text "I'M HOME.".

Ludicrous Sectile Dream

Sires Jan Black



EVERYTHING
BEGAN ON NEW
YEARS EVE
WHEN I FOUND
THIS DREAM
GENERATOR
DEVICE CALLED
LINEN.





EVERY NIGHT SINCE THEN, I HAVE BEEN HAVING DREAMS OF THIS DREAM WORLD THAT RINNE PROJECTS... IT DOESN'T FEEL LIKE THEY'RE JUST DREAMS ANYMORE--



--THIS IS PART OF MY LIFE, MY REALITY.



I'VE
HEARD
SOMEONE
SAY WE
MIGHT BE
DREAM-
ING TO
ORGANIZE
WHAT WE
EXPERI-
ENCE
DURING
OUR
DAILY
LIVES
WHILE WE
SLEEP.





MAYBE
THAT'S
WHY, I
COULD
TAKE IN MY
SURROUND-
INGS
SIMPLY,
YET VIV-
IDLY.



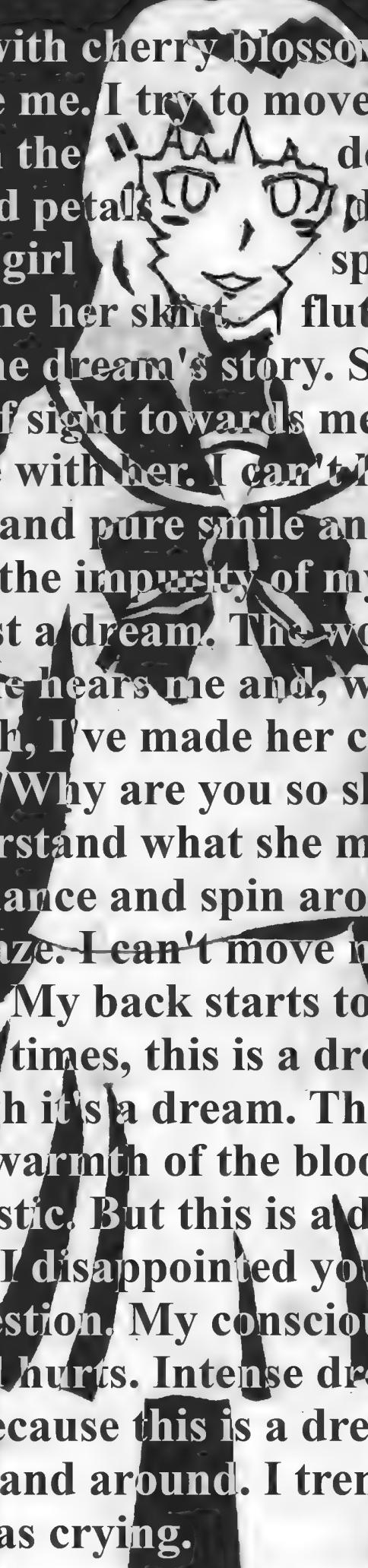
AND
ONCE
MORE, I
MUST
WAKE UP
ONLY TO
HAVE AN-
OTHER
DREAM
TOMOR-
ROW.



END?



You are unfair. First, you're selfish. You are unfair.
You have surpassed being egotistical. You are unfair.
You always look down on other people. You are
unfair. You don't listen to what others have to say.
You are unfair. Everyone always has to do what you
say. You are unfair. When you're in a bad mood, you
don't even respond to emails. You are unfair. When
things inconvenience you, you immediately start
liing. You are unfair. You use people who use them.
You are unfair. When you're not needed, you ignore it.
You are unfair. Only in
that face at me. You are u
on others. That face is ma
good style. You are unfair.
You're a good talker. You are
liing, too. You are unfair. Men
with you. You are unfair. You sleep with men other
than me. You are unfair. In selfishness, in lies, in
debauchery, and in promiscuity. You are unfair. But
you're actually a good person. You are unfair. You're
really sweet. You are unfair. You are smart, too. You
are unfair. You just get lonely easily. You are unfair. I
just want to be able to be with you without crying.
You are unfair. I called you here. So that I could say
goodbye to you. But even now. You are unfair. You're
still making that face at me.



A path at night with cherry blossoms falling. A girl is dancing before me. I try to move, but this is the dream's story. In the deep deep darkness, the peach-colored petals dancing in the air are vibrant. The girl spins around and around. Each time her skirt flutters it catches my eye. But this is the dream's story. Sometimes, she directs her line of sight towards me. With a smile, she asks me to dance with her. I can't look directly at her. Her clear pupils and pure smile and sincerity. She'd be overtaken by the impurity of my heart. Even though this is just a dream. The words "I'm sorry" move my lips. She hears me and, with a sad face, stops dancing. Oh, I've made her cry. Even though this is a dream. "Why are you so slow?" she says to me. I don't understand what she means by that. She slowly starts to dance and spin around again. I just watch her in a daze. I can't move my legs. I can't find my words either. My back starts to hurt, and though I've said it many times, this is a dream. It really hurts even though it's a dream. The gash on my back is deep, and the warmth of the blood gushing from it is strangely realistic. But this is a dream. Did you stab me because I disappointed you? She never answers that question. My consciousness is fading away. My wound hurts. Intense drowsiness. I can't open my eyes. Because this is a dream. She spins around. Around and around. I tremble a little and I let out a sob. I was crying.

LOVELY

Lovely Sweet Dream! /Yuu

Sweet

DREAM

**I Recommend
Completing
Day 365
Before
This**

Karacha

Everyone's seen him

The tengu that goes toward a wall and vanishes.

Everyone's seen him

The enigmatic gentleman that flies over buildings.

I admired them.

I wanted to live freely like them.

Someday I will surely face that wall and

fly into the sky.

9/25/2011

This is the story of me and LSD.

Chapter One

The Wall Glitch

It Starts in the Flesh Tunnels

Do you know about the “wall glitch”? This trick has actually existed for some time since before I discovered it. Although you can use this glitch to pass through walls anywhere, we are going to start at the “Flesh Tunnels”. This is the area with the sumo wrestlers, behind the large pit from which the elephant flies out of. (Go to page 2 for more information on location names).

The wall glitch is really easy, and there is a good spot to do it at the end of the tunnel where the 8 fetuses gather. First, stand facing the fetus at the front of the left side. Then, press the L2 button to move to the left. If it failed, you may have been too close to the fetus. Just move back and try again.

It is easy to do the glitch here because there’s just a small section of the wall with no link judgment. (I’m not sure if this is intentional or just a bug...)

Location Name List

- 《Bright Moon Cottage》
 - Starting point, middle of the Natural World, links to many places
 - 「Corridor with 52 doors」
 - You can get here by linking with the cloud picture on floor 3
- 《Pit and Temple》
 - A large pit, top-left of the Natural world, flying elephant
 - 「Flesh Tunnels」
 - Inside the temple, sumo wrestlers and bouncing fetuses
- 《Kyoto》
 - Bottom-right of the Natural World, old streets, pagoda, Buddha statue
 - 「Moonlight Tower」
 - A five-storied pagoda, you can link here from some walls of Kyoto
 - 「Temple Dojo」
 - Back of Kyoto, building where the dog and boy kicking a ball appear
- ☆ 【Natural World】
 - The magnificent field that connects the other 5 major areas
 - 「Black Space」
 - You can link from a door in the Natural World, full of white cubes
- 《HAPPY TOWN》
 - Top-right of the Natural World, has the ferris wheel and soldiers
 - 「Sun Faces Heave」
 - The bridge enclosed by suns, can be linked to from HAPPY TOWN
- 《Violence District》
 - Bottom-left of Natural World, dark area with cars and hanged women
 - 「Clockwork Machines」
 - Linkable from the Violence District, has an orrery

Chapter Two

Utilizing Turning Behavior

Do you use the L1 and R1 buttons effectively? Personally, I almost never use them, but you can't all be like me, right?

As it turns out, the wall glitch wouldn't be possible without the L1 and R1 movement. Let me explain.

So far, this trick has been verified to work on the PS3 downloadable version, the first CD version on the PS1, and the PSP download version. There is a chance this might not work on other versions.

Also, since I assume that you are able to play LSD, I recommend that you play the game while reading this.

Quick Tip Collection 1

You can look up by pressing the △ button. This can prevent the grey man from erasing your memories.

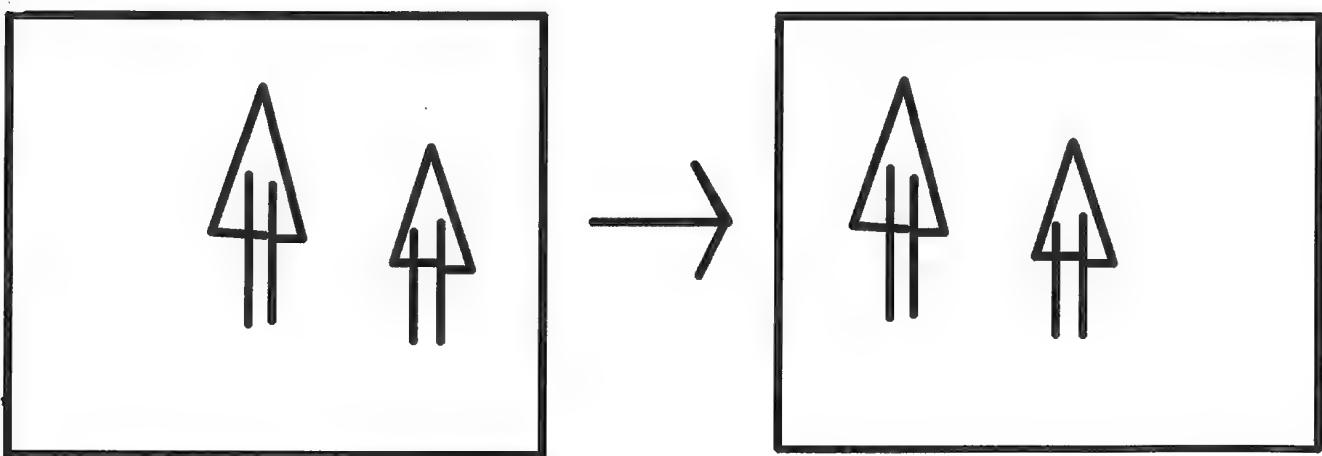
If he appears, calm down and press △!

Lateral Movement with L1 and R1

First, let's experience movement with L1 and R1. Let's start by running straight ahead in a wide-open area. (It's easier to see if there are obstacles like trees).

Now run forward by pressing the X button, press L1 or R1 while running to turn around, then let go and turn back around. Did you see anything change? If not, just try it again. It might be easier if you only use either L1 or R1 instead of both.

At this point, I'm going to assume you noticed, so now I'll explain it to you. As you move forward, pressing L1 moves you to the right and R1 to the left. I have not settled on exact theory as to why this happens, but it seems that by using these movements you can ignore walls' collision boxes and pass through them.



If the screen moves like this, you've succeeded!
(Please ignore the poor quality of the picture).

Chapter Three

The Wall Glitch Method

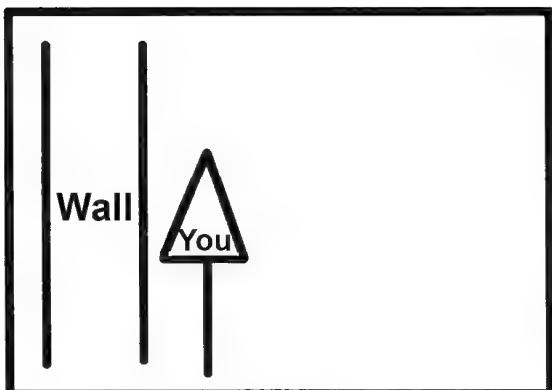
Your Position in Relation to the Wall is Important

In chapter two we learned about moving using L1 and R1.

From here on we will put that knowledge into practice. First we must move to Kyoto since it is the optimal place for going through walls. When you arrive, walk to the wall that encloses the town. Once you are near it, "your position in relation to the wall" becomes very important.

You can use the lateral movements of L1 and R1 to move left and right, but there must be a wall nearby for this to hold any significance.

Specifically, get right up next to the wall and make sure that you are parallel to it. When running forwards or backwards, you should not hit the wall at any point.



← An image of the relation of locations for the wall glitch as viewed from above. Face forward so that your point of view runs parallel to the wall. In other words, with this positioning you can run forward and if you press R1 you'll go through.

Executing the Wall Glitch!

If you're ready, we can finally start. Are you emotionally prepared as well? Take a deep breath, a sip of water, and calm down to the best of your ability. If you need to, take a day to do nothing and clear your mind.

Now, picturing lateral movement in your head, run straight. If the wall is to your left, press R1; if the wall is to your right, press L1. It can be tricky to get the timing right, so don't worry if you mess up. It helps to mash the button repeatedly.

If you did well, you're probably already looking at the world on the other side of the wall. You can record a video to commemorate this moment, call your LSD buddies and brag, or even open a window and scream "I WENT THROUGH THE WALL!!!" (but I take no responsibility for the consequences). What comes next is just as exciting. Actually, I want you to set down this book and immerse yourself in this new world.

At least, that's how emotionally moved I was.

Once you've managed to curb your excitement, you may read on. What comes next is a detailed passage about the wall glitch. Why did I recommend Kyoto first, and what else can you do?

Dream adventurers that want to find out on their own don't need to read on. However, I will say that there are still many things that I have not yet covered.

Differences Between Fields

The truth is that there are some walls you can go through, some you cannot, and some where you will fall from even if you do pass through them.

First, I will cover which walls cause you to fall. Walls in the Natural World, Pit and Temple, and Black Space will cause you to fall. It would seem that this is because those three areas have large holes.

Also, you should be aware that the difficulty of passing through walls can vary depending on where you are. I could go into a tremendous amount of detail on this, but I'll try to briefly summarize.

Uneven walls are hard to pass through. More specifically, this applies to the rocky walls of the Natural World and diagonal walls of HAPPY TOWN.

Next, walls you can't go through are ones with strong link judgement, such as the cloud painting in the Bright Moon Cottage. Since you link instantly upon touching one of these walls, it is extremely difficult to pass through them. I suspect it may be impossible.

Quick Tip Collection 2

The Wall Glitch in HAPPY TOWN

→ Since the walls where the train come out aren't diagonal, avoid the train with Δ , enter, and pass through the wall. This proves that you can do the wall glitch in HAPPY TOWN.

Chapter Four

A Use for the Wall Glitch -Levitation-

Levitating with the Wall Glitch

Although I've been using the term "wall glitch," this trick doesn't just work on walls. You can use this on the rails of a bridge, for example. Using this knowledge, we can float in the air. I call this "levitation," or, in the style of a certain manga, "muuku-jutsu." The gentleman that walks over buildings should try using this to fly.

Before we proceed, let's think about where we can use this.

- Bright Moon Cottage→Pass through the wall of the 2nd floor stairs and above
- Kyoto→If you get warped above the fence, pass through from there
- Violence District
 - Do the wall glitch while facing the sea from the high ground alongside

You can get further up in these places, to be exact, but I'll have to write more about that next time. Feel free to thoroughly investigate this, everyone.

The Road to Levitation

Until now, I have only described things pertaining to the wall glitch, but surely you've noticed something else? Think about how you do the glitch. Walking forward and pressing L1 or R1 executes the glitch, but there's one more way to move, isn't there?

That is the left and right strafing of L2 and R2. When you use these, you can ignore link judgement and still move forward and backward.

When you press L2,

You use L1 to go forward and R1 to back up.

Conversly, when you press R2,

You use L1 to back up and R1 to go forward.

So, using this new knowledge, you can levitate in Kyoto.

The place to do it is in front of a lantern . . .



Huh . . . Where is this? What am I doing . . .

What is this chapter . . . ?

What is this graph . . . ?



AFT ERW ORD

• • •

Now, I bet you understand the wall glitch pretty darn well, right? If there are a lot of people out there saying “I don’t get it, maaaaan!” then I am at fault. Please forgive me.

So, why did I leave those questions at the end? There was a reason for it. LSD is a game in which you have to find fun for yourself. There is definitely something to discover, but you’ll have to figure it out on your own.

Sweet dreams, everyone.

An Investigation Concerning the LSD Graph

Written by Liuno.

If you're an LSD player, you probably have a question or two about the graph. On these pages I am going to disclose some information about its mysteries. ☺Because I have only personally verified this information, it might differ from your experiences slightly in some cases.

1. What is the Graph?

First, allow me to explain the graph.

At a glance, you can see that LSD's graph is neither a bar graph, a circle graph, nor a line graph. UPPER, DOWNER, DYNAMIC, and STATIC are depicted in a square formation on it, and a mysterious face is drawn in the center. This character is often visible in LSD. It is called "Linen". In Japanese its name is リネン, written in kanji orthography as 理念.

Now, there are some fundamental things to know before playing with the graph. It is stated in the instruction manual that "When each day ends, that day's mental state is denoted by the graph. The places you walked and the things that you saw change the points of the graph accordingly." In other words, we can reason that the things you tried playing with and the places you visited, plus the feelings associated with them, are displayed by the graph. I imagine most LSD players probably won't just start playing with this information alone.

2. How do the Graph Points Change In Accordance with In-Game Behavior?

As I mentioned above, the graph points change in accordance with the things and places encountered during gameplay. How the graph points are displayed is basically a matter of what you see and where you go. Here I want to describe my investigation of this and the results thereof.

First, on Day 1 you will start in front of a room on the fourth floor of the Bright Moon Cottage. If you complete the day without moving a single step from this location, the point will be located in the center of the graph. From this, we can infer that there will be no change in the points if you end a day after only observing things that don't interfere with the graph.

Next is Day 2. On this day, without fail, the point will always be in the center of the graph. In light of this, poems and movies are understood not to change the graph points.



From Day 3 on, there are various ways to walk around and explore. First is LSD's map of Kyoto. If you spend a day in Kyoto, the graph points are often displayed in a section of the graph character Linen's face. Next, pass a day in the Violence District, and if you fall to your death, the graph's UPPER region will be used. That is to say, the upper portion of the graph is where the point is supposed to be displayed at.

Spending a day in Happy Town is possible, but falling there is not. However, there is a special event; viewing it will end the day. Under that condition the point is almost always placed in the DOWNER region of the graph.

Now, next let's spend a day in The Natural World.

Since places to fall from are numerous here, you can immediately end the day with them. If you do that, the point will generally be placed in the STATIC or DYNAMIC region of the graph. That is, if you end a day in the Natural Field, the point is widely expected to be located in the horizontal margins of the map.

Finally, the conditions for placing the points from the Pit and Temple are undecided; occasionally the point is placed above Linen's left eye. From there if you start a day from the temple again, you will immediately fall down into the pit..

If the point is again placed above the left eye and one starts in the Temple again...

This condition starts a loop of beginning days in the temple.

This is a phenomenon that can't be observed in other maps.

Now, I have explained the consequential relation between "Places Walked Through" and the points on the graph, but in reality I think that things will vary when others attempt to play. If you're wondering what else changes, I believe that a location's "Seen Things" also have an impact. I am currently investigating the following questions: "How do those 'Seen Things' change the graph?" and "What counts as a 'Seen Thing?'" I have not yet verified answers to either. No impressive developments worthy of mentioning have come about yet, anyways. However, please consider my hypothesis. My theory is that the "Seen Things" in LSD are not what is recorded in the Flash Back sequences.

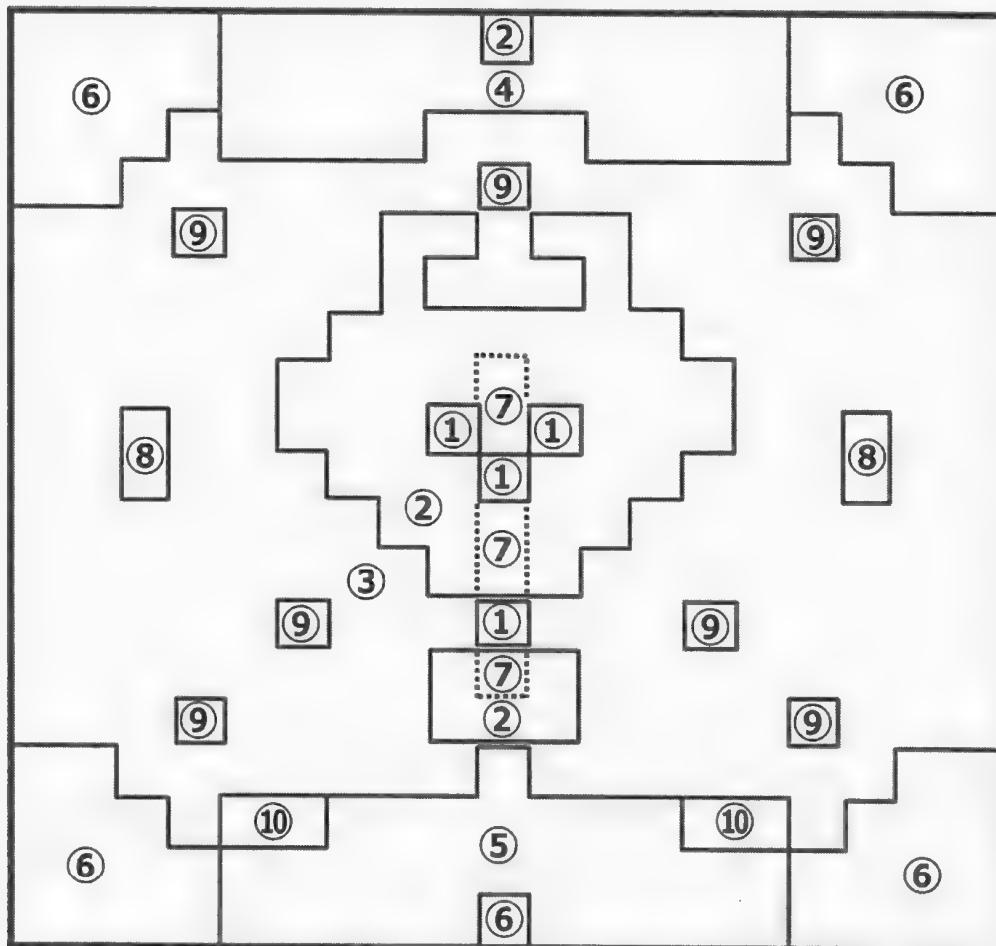
Therefore, when the things recorded in the Flash Backs and actual gameplay are compared on the graph, a change can be seen. Later, more results may or may not be expected.

(For the sake of this manuscript's unfortunate deadline and heavy workload, I am referring to this as a "hypothesis.")



3. Is There A Relationship Between the Graph and the Starting Position of the Next Dream?

Until now, we have investigated the graph points, but here I'd like to describe the relation between the "Locations of Points and the Next Dream's Beginning."



There is a fairly close relation between LSD's graph and the dreams' starting locations. The dream's starting location is decided by the graph; the graph's points after one day of play decide the next dream's starting location. Below are the upper illustration's starting location (Fields)'s corresponding numbers.

*Fields that have not officially been presented are described with provisional names.

- | | | |
|------------------------------|----------------------------|-----------------------|
| ① Bright Moon Cottage | ⑤ Violence District | ⑨ Black Space |
| ② Kyoto | ⑥ Pit & Temple | ⑩ Long Hallway |
| ③ The Natural World | ⑦ Moonlight Tower | |
| ④ Happy Town | ⑧ Flesh Tunnels | |

Those are the fields.

It should be noted that poems and videos may occur randomly at any point. Also, there are cases in which one may start in fields other than Kyoto. despite Kyoto's upper portion having had the previous dream's graph point.

*Because one map has not yet been investigated, this is partially guess-work.

The Map and Characters of Kyoto

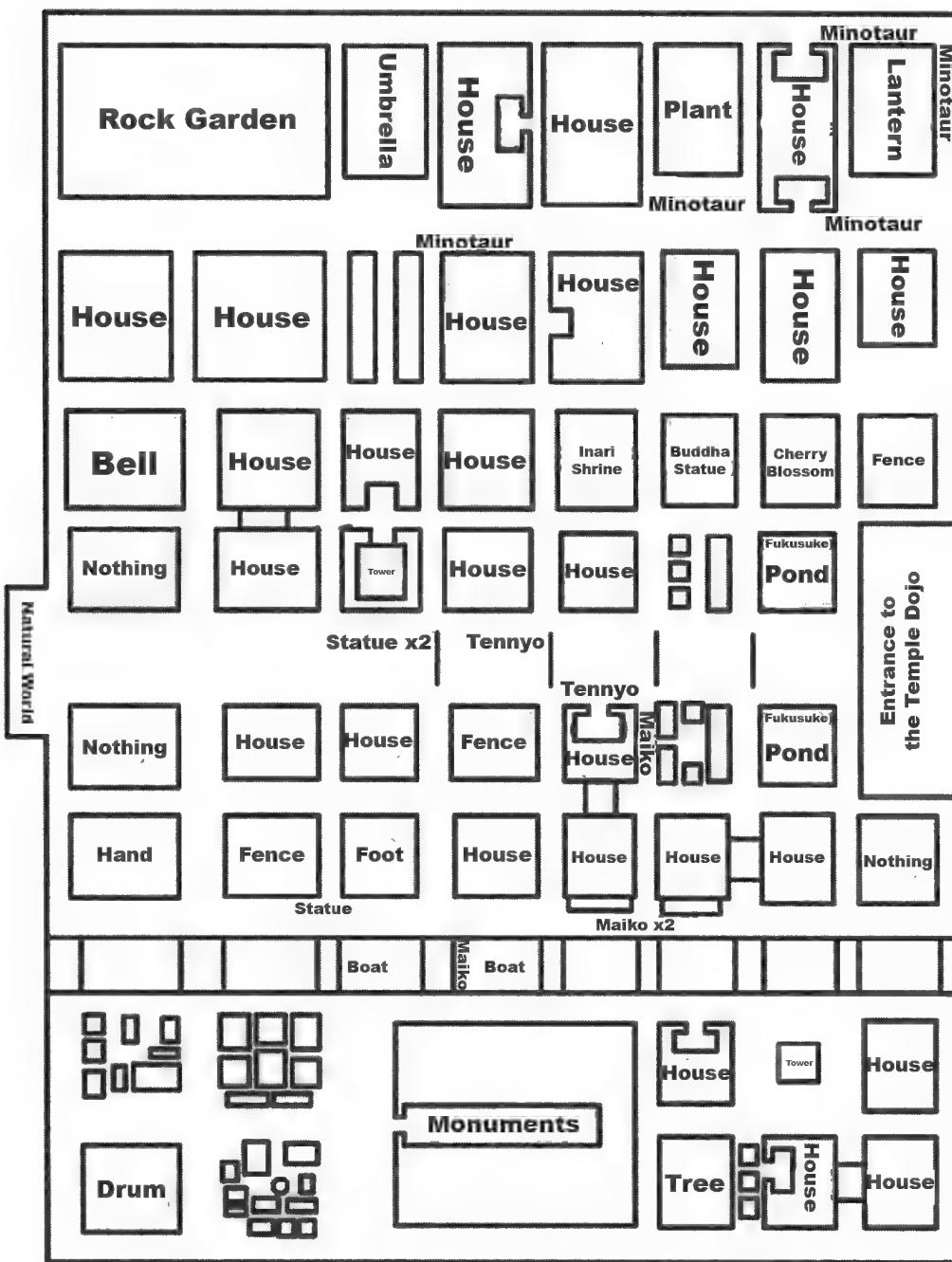
Written by Liuno

Do you know about the "pattern" in the fields of LSD?

On this page, I would like to explain the patterns of Kyoto with some maps.

All right, so what is a pattern? When walking around in the fields, you will encounter various characters. Those characters are not properly arranged, but they do exist with tight regularity. Here I call this phenomenon a "pattern."

Pattern A



Pattern A is the pattern that has minotaurs.

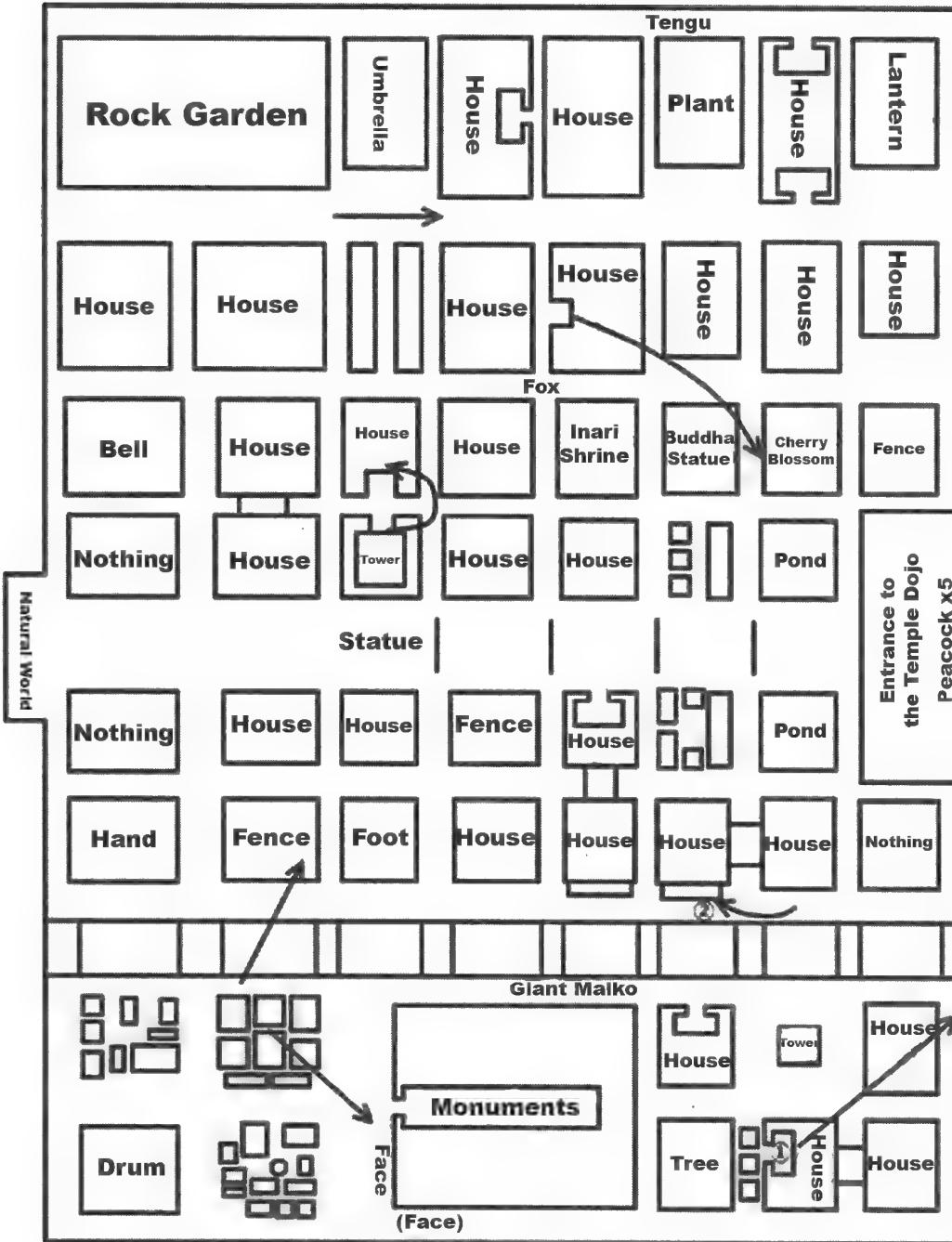
The characteristics of A include the fukusuke in the pond and the existence of a Buddha statue rowing a boat.

Also, in A more types of event exist. In the image "fukusuke" is written in parenthesis because of its variable presence in relation to the presence of a maiko within one of the boats and the existence of a tennyo within a house. However, since patterns in which they appear excepting A do not exist, they are collected in A.

*Tea = Tea-steeping doll

*Things on the map without official names have provisional ones.

Pattern B



B is the pattern that has a tengu. At first it looks like the characters are fewer in number, but the reality is that this state of Kyoto has a few more warp points.

Also, the ① and ② icons on the map represent locations in which the old women are,

There is an event by which the points at which the old women are at are frequently visited.

This is also a property of pattern B.

Furthermore, in pattern B there is an extremely rare chance that the face that spits out the four Japanese characters 東, 京, 惑, and 星 may be two faces instead of one.

When that happens, there's almost 100% certainty that there will be 5 peacocks in front of the entrance to the temple dojo. Other circumstances exclusive to B include the placement of a warp point within a house, and a seemingly higher chance of some other events occurring in a couple of ways. I have not yet been able to verify this, but I may be able to find out still more things.

*Arrows indicate warp points. Go through a warp point and from that new location you will be unable to escape (excluding certain methods) - please be wary of this.

Above is the map of Kyoto and the "pattern" of its characters. I believe the same type of pattern exists in the other fields, so please take a look for yourself at those.

*It should be noted that until a day is ended, there is no changing of that day's pattern.

About the Glitched Textures

Written by Liuno

Do you know about the glitched textures? This name is not official, but it is a phrase used widely throughout a portion of the userbase to identify the textures that appear to have been created in a glitched fashion. Perhaps this phenomenon has not been encountered by some players.

The characteristics of the glitched textures are:

- 1) One map's textures have been applied to another map
e.g. The Bright Moon Cottage textures are applied to the entire Natural World, etc.
- 2) The time taken for one day to pass is extremely short.
- 3) The textures are also applied to other save data.
- 4) The glitched textures are removed after cutting off the system power.
(They will return to their original state)

Presently the conditions that cause the glitched textures to appear remain uncertain, but there are a few conjectures that can be made.

1. There is a relation to playtime.
2. There is a relation to the number of times that the game has been saved.
3. There is a relation to the number of times that the game has started up.

The relationship with 1 is that other players' data and your own may become entangled - From the latter half of 200 days and on - playtime being approximately 1000 minutes - the glitched textures can consequentially be assumed to start there.

However, since there is no noticeable change in the occurrence of glitch textures after 1000 minutes, the possibility of 1 being the glitch-triggering case seems low.

Case 2 can be eliminated in much the same way as case 1 because saving while playing causes no noticeable change.



Though this is only through the process of elimination, I consider case 3 to be the most likely cause. Since saving and then loading up other data causes glitch textures to appear sometimes, and cutting the power equals another startup and the subsequent appearance of the glitch textures, the theory that there is no relation between startup number and the glitch textures is most likely. For example, start up LSD 100 times (Not 100 days; 100 times turning the system power on and off) and glitched textures appear. 101 times started up and the presence of glitch textures is convincingly indicated. After they have disappeared, glitched textures can be found again. (They can, in other words, happen in the same data twice).

But still, since glitched textures do not come from empty data, regardless of how many startups there have been, the correctness of theory 3 is uncertain.

In these glitched textures there is a system of “inheritance”; to start with, the map texture data of the day before the first glitch texture appears and takes over. That is the first point of the overtaking; from there, going into specific fields will consequently cause that location's texture data to be overwritten.

The fixed points of inheritance are the following 3 fields.

- The Moonlight Tower
- Sun Faces Heave
- Black Space

If the glitched textures take over in one of these fields, the already present takeover points will be overwritten.

Since the inheritance of textures of fields other than these is impossible beyond the first occurrence, if a glitch texture-like development should occur, I would recommend not entering the 3 above-mentioned fields.

Also, when the glitch textures occur, playing for a while without cutting the power off will produce rare phenomena, but be careful not to play too much. I fear that it may cause tangible hardware issues.

There are still many things about this phenomenon that we do not understand. However, I do not think that it is really a bug, as I can assert that it is technical and reliable.

To all of the players who haven't experienced the glitched textures yet, understand that they can happen to your data, and enjoy.

title: Picture (?) Diary



date: ~8/10

name: Shiita



October 8th

Since I recently purchased this new diary,
I think I'll refresh my feelings and write.

My previous diary was full of nothing but
dry and flavorless words, so I'm going to
photograph and publish things I see.

What kind of dairy will you become?

I'm so excited now.

Today I found a cat and tried to photograph it,
but since it escaped, I photographed the town
from a cat's-eye view.

I feel kind of like an artist.



89th Day

This building sure looks like the Bright Moon Cottage. There are many strange residents, but everyone has come to know me well.

The stairs are really long, and the rooms are divided in the same way.

I'm walking down the endless corridor, and the walls collapse and scare me.

What a mysterious and eerie building.



October 12th

I have to start job-hunting for real soon.
A lot of people around me are already
receiving unofficial offers.

But what kind of job do I want to do?

"You won't lose to anyone."

"There's no easy way to do it."

"You sure have been dedicated."

No one's said anything like that to me.

Maybe I should just be a normal office lady.



October 16th

Today's interview was terrible. At the post-entry event it looked like we were going to go to the beach, and when I confessed that I'm genuinely scared of water, they told me off. "You've got no guts." "You're just being that way because you're a girl." "If you really want to join the company, you can overcome that fear." As soon as I left the building, I started to cry. Does everyone in this town just put up with that irrationality? It's kind of scary that so many people can't read facial expressions.



109th Day

A place that looks like an amusement park.
There's a big Ferris wheel, and a railroad
is running around it.

The train on the railroad has a face.
Also, who the heck lives in the castle in
the middle?

A prince and a princess... would sound
a little childish, wouldn't it?



October 18th

I sure am tired.

I fell asleep on the train.

When I opened my eyes, a guy was sitting in the seat opposite me.

In the backlighting I couldn't see his face, but I felt like I'd encountered him before...

I can't remember. But why do I feel this way even though I can't see his face?

I'm not satisfied.



112th Day

Today, I heard of something called a Flashback.
Why? Where did I hear about it from?
It's bugging me, but I can't remember.
It's not in my recollection, so why this not
feel like the first time that I've heard the word?
Is it an everyday bodily sensation?
Or, in this trippy world...
I keep thinking about it but I can't figure it out.
I'll try one out tomorrow.



May 2nd

What a wonderful world.
I can run to the ends of the earth and I can
turn until the end of time.
This is definitely reality. This is destiny.
I was born to see this.
My spirit was jolted into this world
from the Akashic records for this.
The yellow sky broke into a thousand pieces.
Walking volvox is staring intently at me.
When I step forward, a river that I wil sink
into coils around me.
Grandma's metal broach won't go into my eye.



That would probably be tough be tough be tough
be tough. But But But I always want to
watch this world. Everything that I have
seen and everything that I have not seen.
Ah, how beautiful.

3 or 4 from Venus deserved nothing more
than to turn to dust for viewing this world.
Is someone watching me? I can't see anyone.
But someone is definitely watching me. So
I open my mouth wide and hide lot of little
paper scraps under my tongue.
a lot a lot a lot.



October 2nd Day

I feel like my dream was somewhat long.
My sense of reality is deficient.

I feel like I'm alone, covered in a thin film.
The landscape I walk only vaguely changes.
Is it... distorted?

No, that must be my imagination.
That kind of thing isn't supposed to happen.
I have to start looking for a job today.



187th Day

I can't see Flashbacks like yesterday's anymore.
I don't know why that is, but since it could
become apparent, I'll go on without elucidation.
How did the number of days get so high
without me noticing?

But it isn't a significant issue.
I put my hat back on and begin walking once more.

www.active-notebook.com



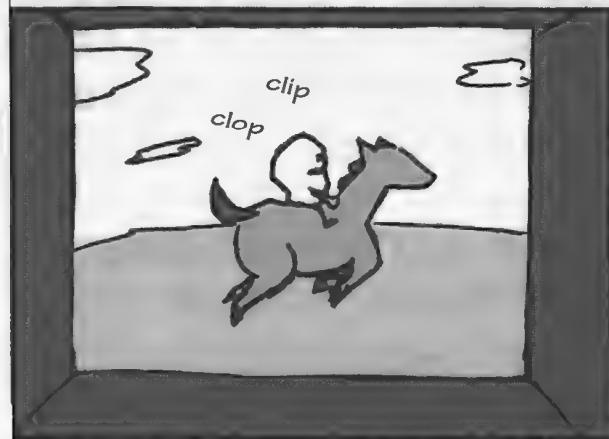
4 953345 526635

Active NoteBook
A5

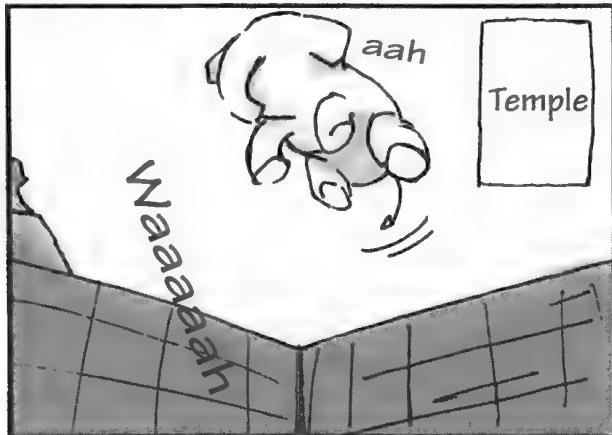


Drawn by
Shigunon

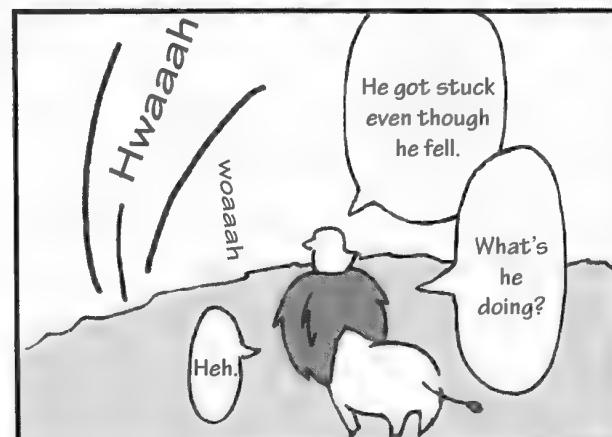
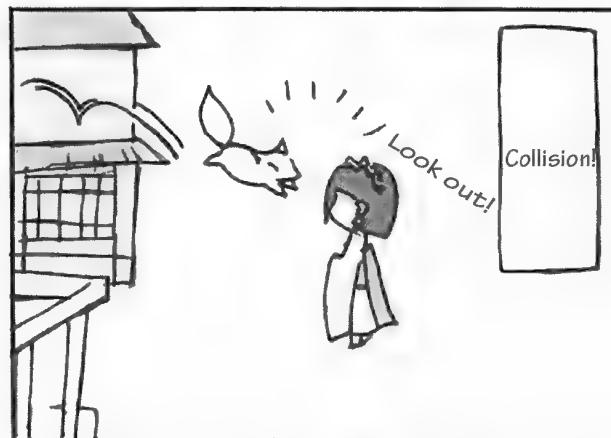
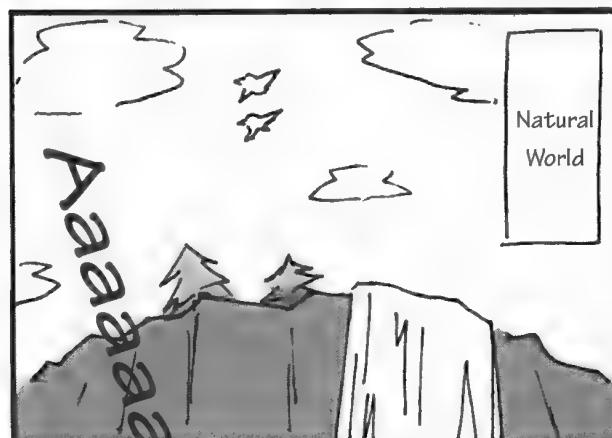
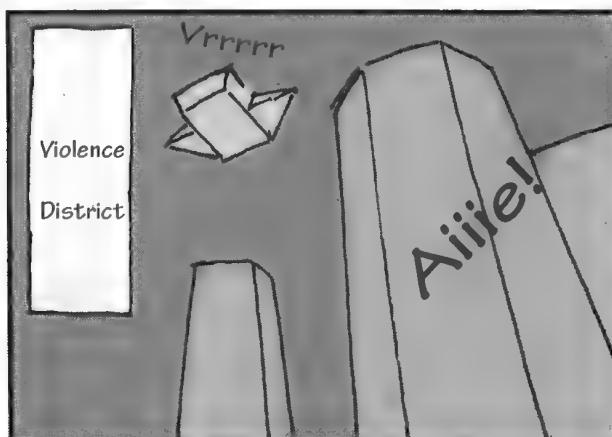
The Natural World and its Custodian



Fall



Kyoto



I wanted to invite him to have a fun time under the strangely reddened sky with Einstein who turned into a worm, the prince, the princess, and the tea doll.

Because that person was pitiful.

Matcha Samuten

The sky has strangely reddened, and Einstein turned into a worm. That is my objective evaluation.

I don't know myself, aside from the fact that I can walk. Because I have to walk. It looks like the backlit kid is having a little difficulty using his silverware at the table. It's sad but adorable.

Adorable? To who?
At least, that isn't how I feel.

They sound like a girl's words.
I feel bad, but that feeling is starting to embarrass me. Do I really need it?

While looking up at the moon floating in the red sky and thinking, I walk a road lined with strangely uniform Japanese architecture.

Whether I am walking or walking is me,
I don't care. It's beautiful, too beautiful.
I feel like I'm being chased.

Being chased? By who.
Even though no one here is interested in me.
Isn't that right, big maiko?

The maiko is good. I like her a lot because she doesn't have eyes to watch me with. Also the doll that carries tea. I like its stiffness.

After touching the doll, everything changes again. I'm on a street. Did the doll take me here, or did it hate me and send me away?

Either way, ah, things other than me roam the world that I walk around in and look at. Not everything that I can see is watching me, though.

So there's nothing to worry about. Thinking defines me and even if I don't intentionally do it, my senses of sight, hearing, and touch will convey thought.

The prince and princess in front of me are definitely watching me while dancing. So, am I classified as a guest or a mere plebe?

I wanted to ask their mouthless conclusions, but I ended up in another world again. It's not a particularly good one, though.

Unlike the red sky that I like, blackness spreads across the heavens here. There are lots of luminescent cubes. My body temperature has probably dropped by ten degrees from the former world of streets lined with buildings.

Former world? Body temperature? What was I thinking about just now? No, I feel like I am by nature one of the intellectually elite. A goldfish being showered with applause in an elevator.

I'm getting nervous. I need to walk. If I don't, the world can't see me.

I don't like places with a lot of darkness. Why? Why is that? Because something could come out from hiding in places like that. It's a normal fear, so it's all right to feel.

No, this is based on a real experience. I thought this a while ago, but my stride is short. Since I can't see what's at my feet, I have no choice but to judge by intuition. But I'm tied up in something? Aaaaaah, it's nothing!

In any case, I don't like this place!
I need to get out of here! Fast!
Run, I have to run, why are my legs so slow?
It feels like my ankles have weights attached to them.
My grating footsteps sound like I'm scrubbing the ground.

In the dark of night... something... is there.

A person whose skin isn't visible, wearing
grey clothes and a grey hat. Is it a person?
Its figure is certainly normal compared
to the things that I've seen so far.

But the atmosphere that he gives off is
obviously different. This is not good. He
won't be nice enough just to watch me.

Though there's no reason for why I like red
skies so much or for why my instinct is to
flee from him, I can't help but try to run away.
But my legs are slow.

While I am desperately running, a public road
opens in front of me and some barely humanoid
children hop down it.

How lovely. I want to go in too, I think as that grey
man from before grabs my outstretched arm.

Who the hell are you, and why did you grab me?
I want to ask him, but before I can, everything
before me grows dark.

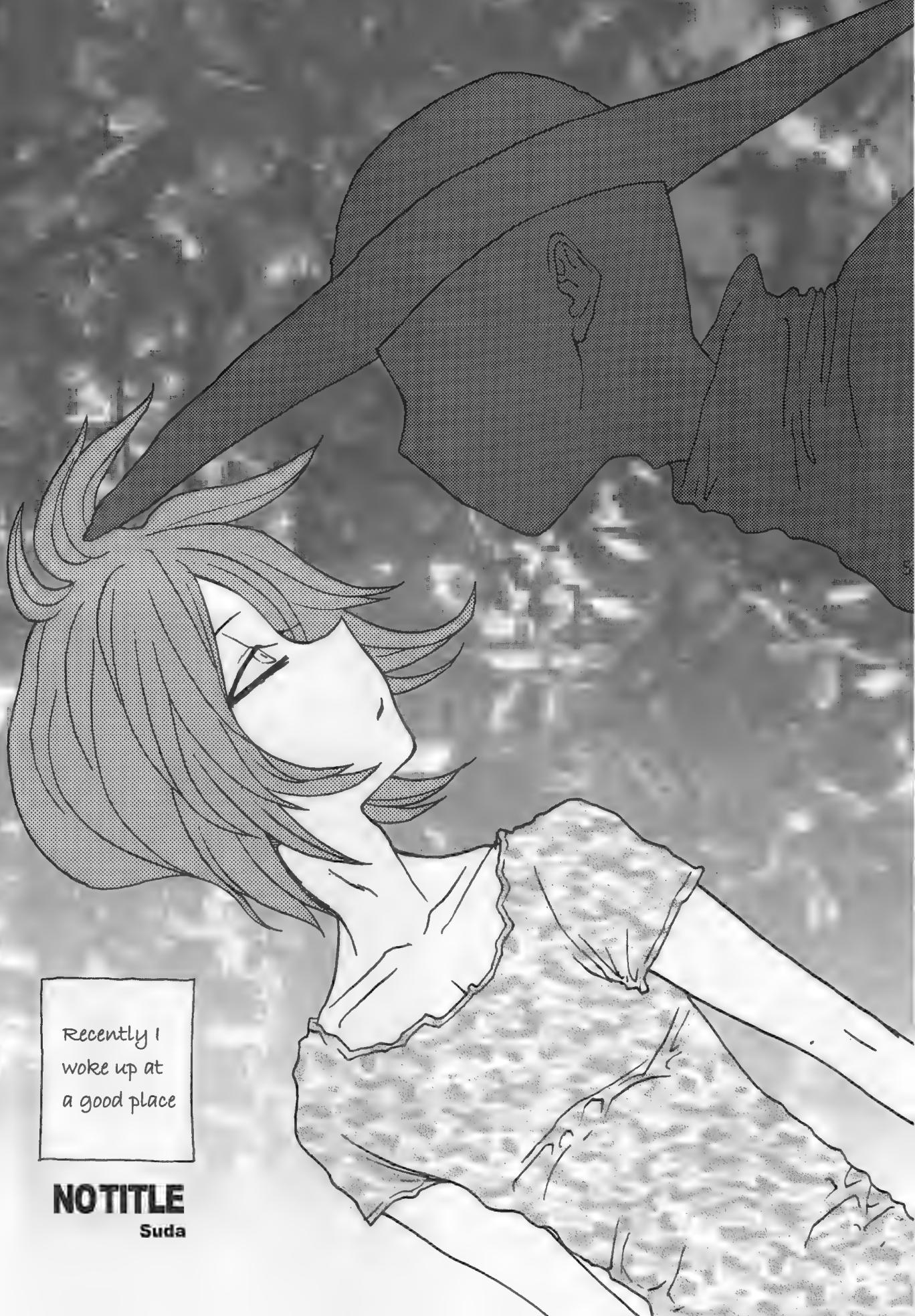
The world that I had observed and changed
disappears right before my eyes and I am alone -
I do not even know my own name.
In the new room that was created, there are unborn children!

Their ten pairs of eyes are watching me. The
grey man that grabbed me didn't cause me
any pain, but I can distinctly feel that
he made me lose something.

The shadows in my field of view that was
already missing a large section immediately
grew darker. The cause is right in front of me,
looking into my eyes from behind its grey hat
just before I lost consciousness.

At that time I definitely heard something from
behind me. The sound of something turning on,
or the sound of quiet agony as a machine broke.

The last thing I saw was that red sky that I liked
so much and the grey man's crescent-shaped
mouth of the same color. Beautiful deep red



NOTITLE
Suda



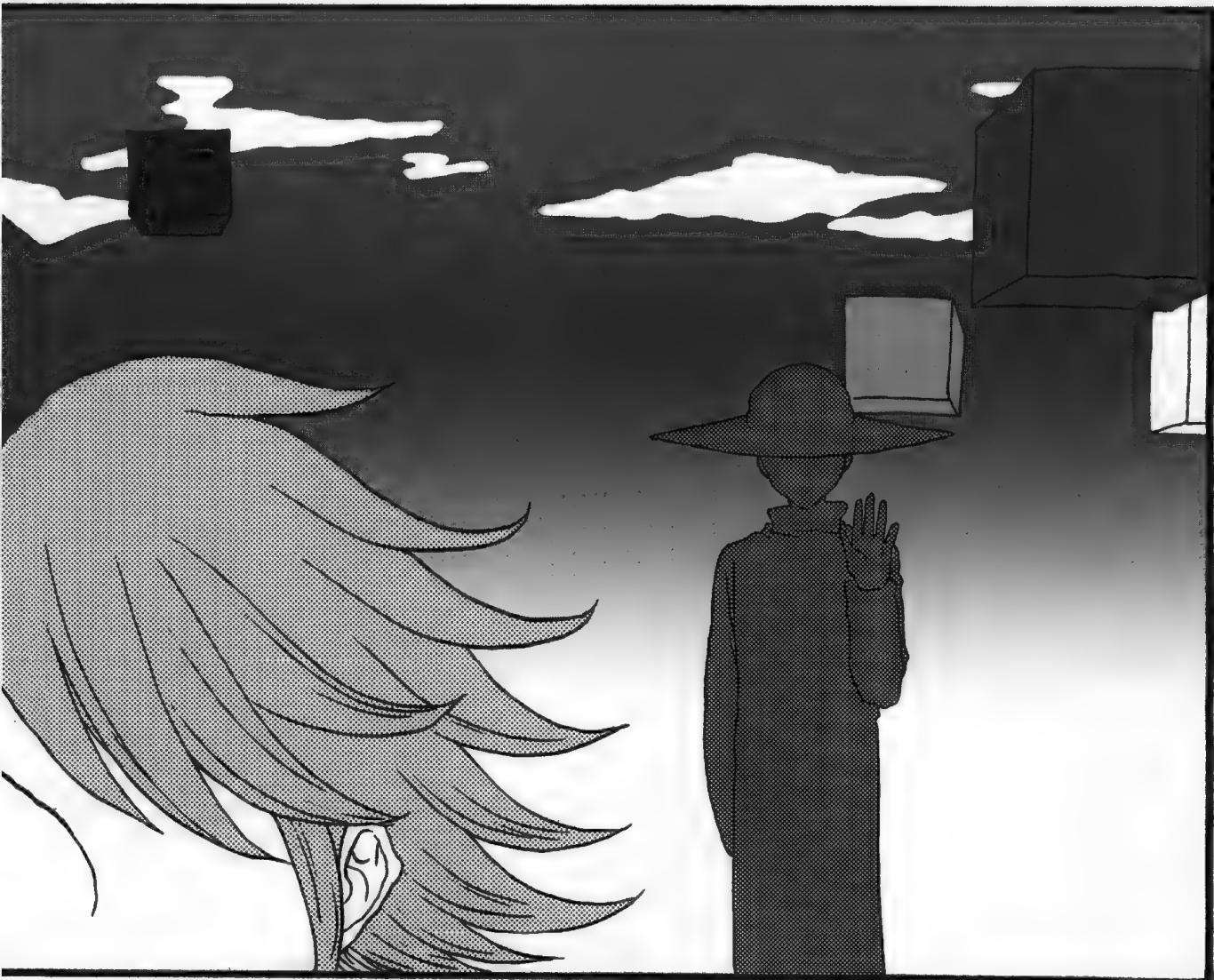


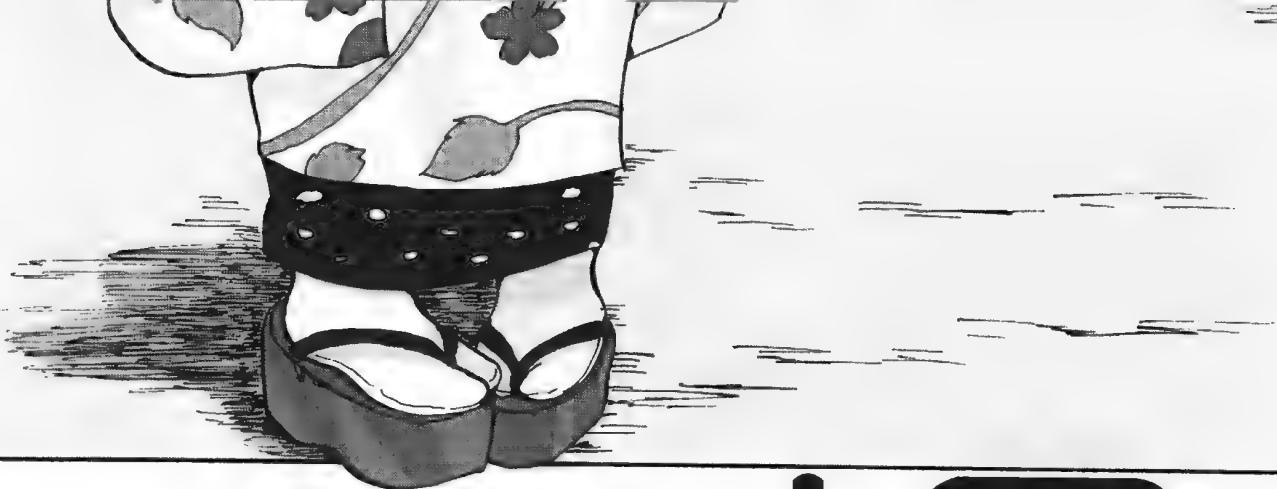


You can't
cover the
gap between
dreams and
reality



But I
have to
accept that

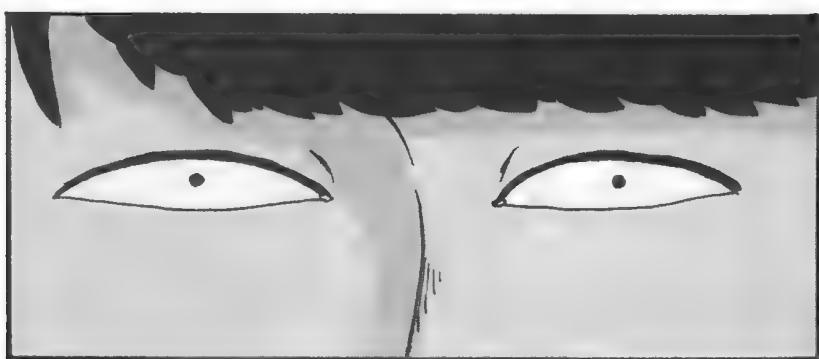




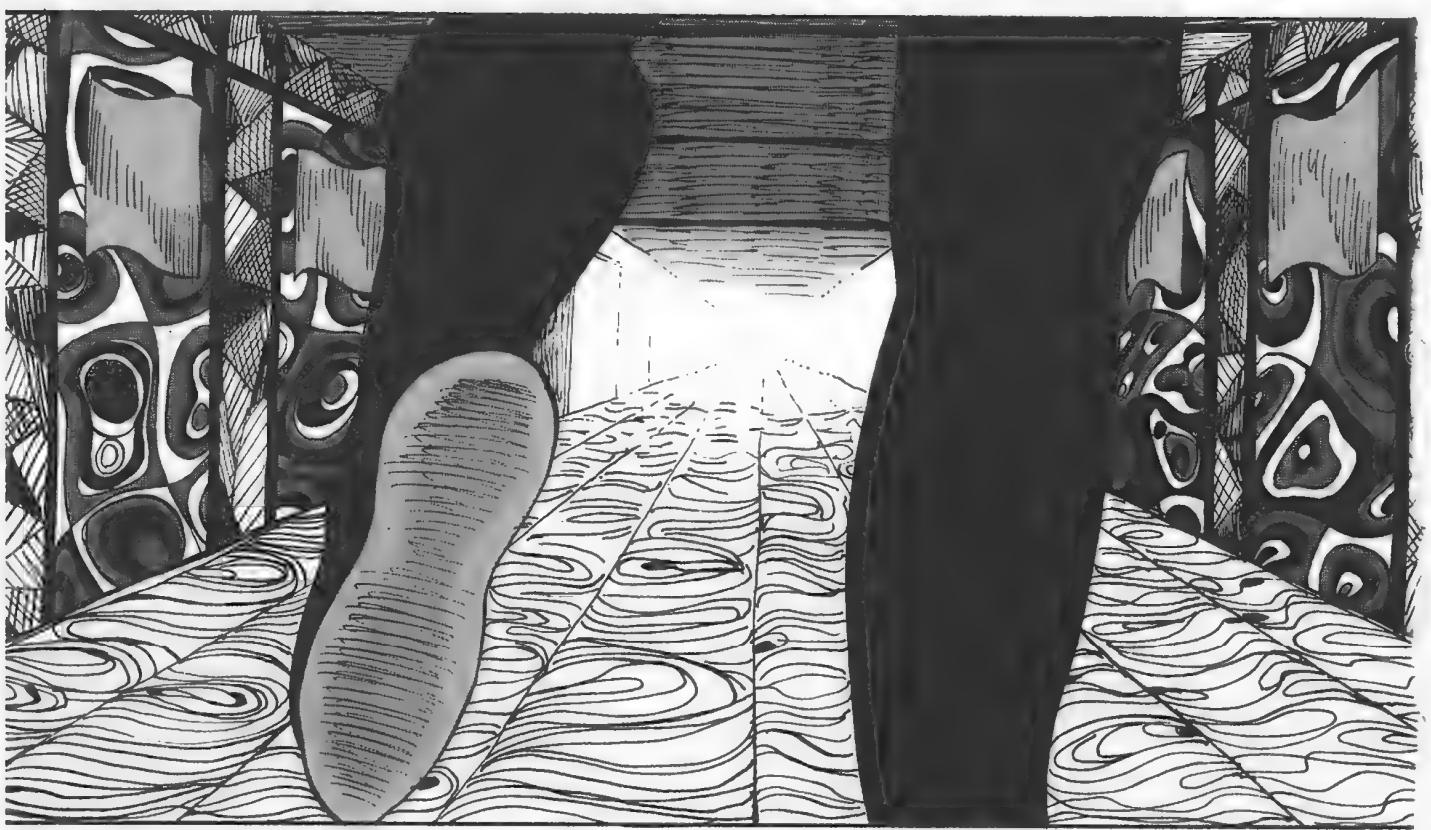
LSD

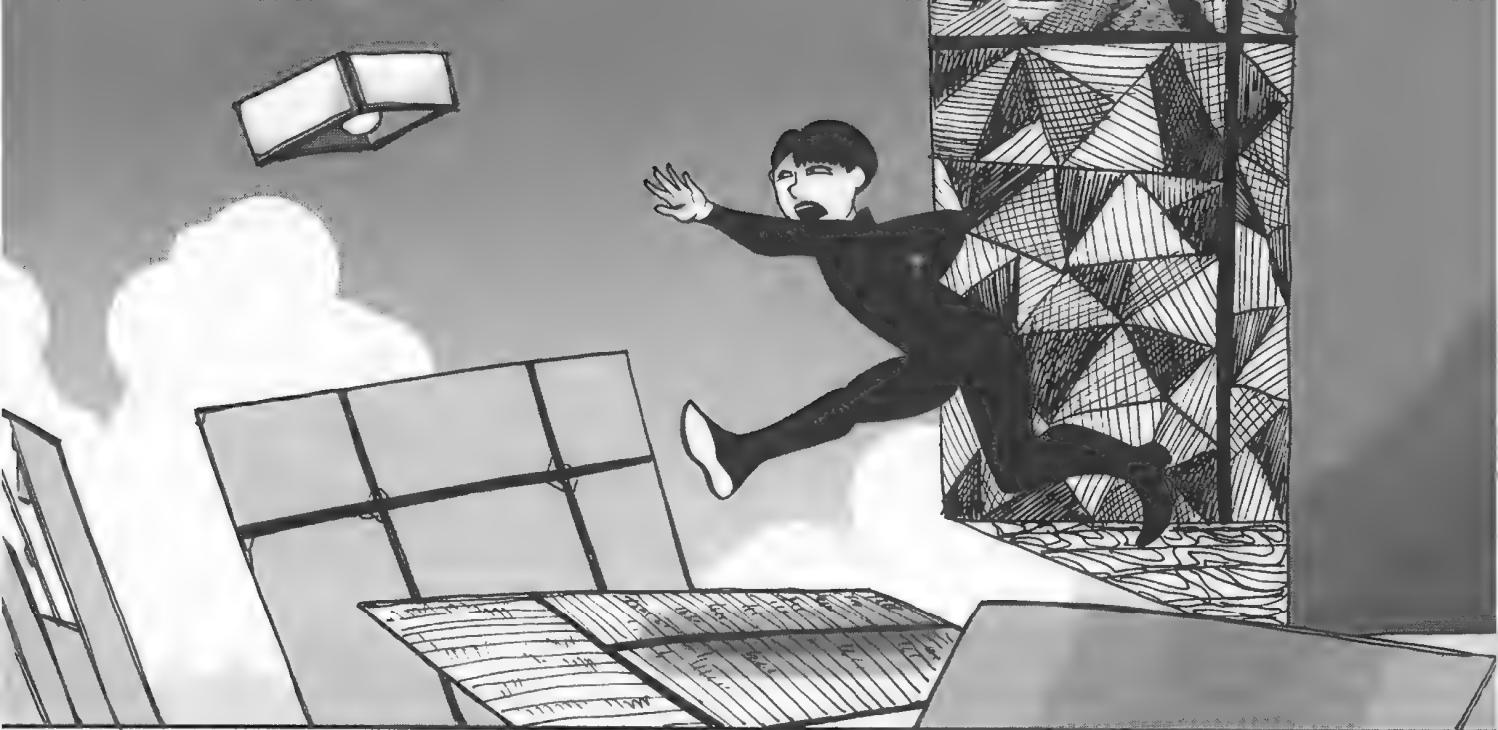
ABYRINTH ILENT REAM Garisawa

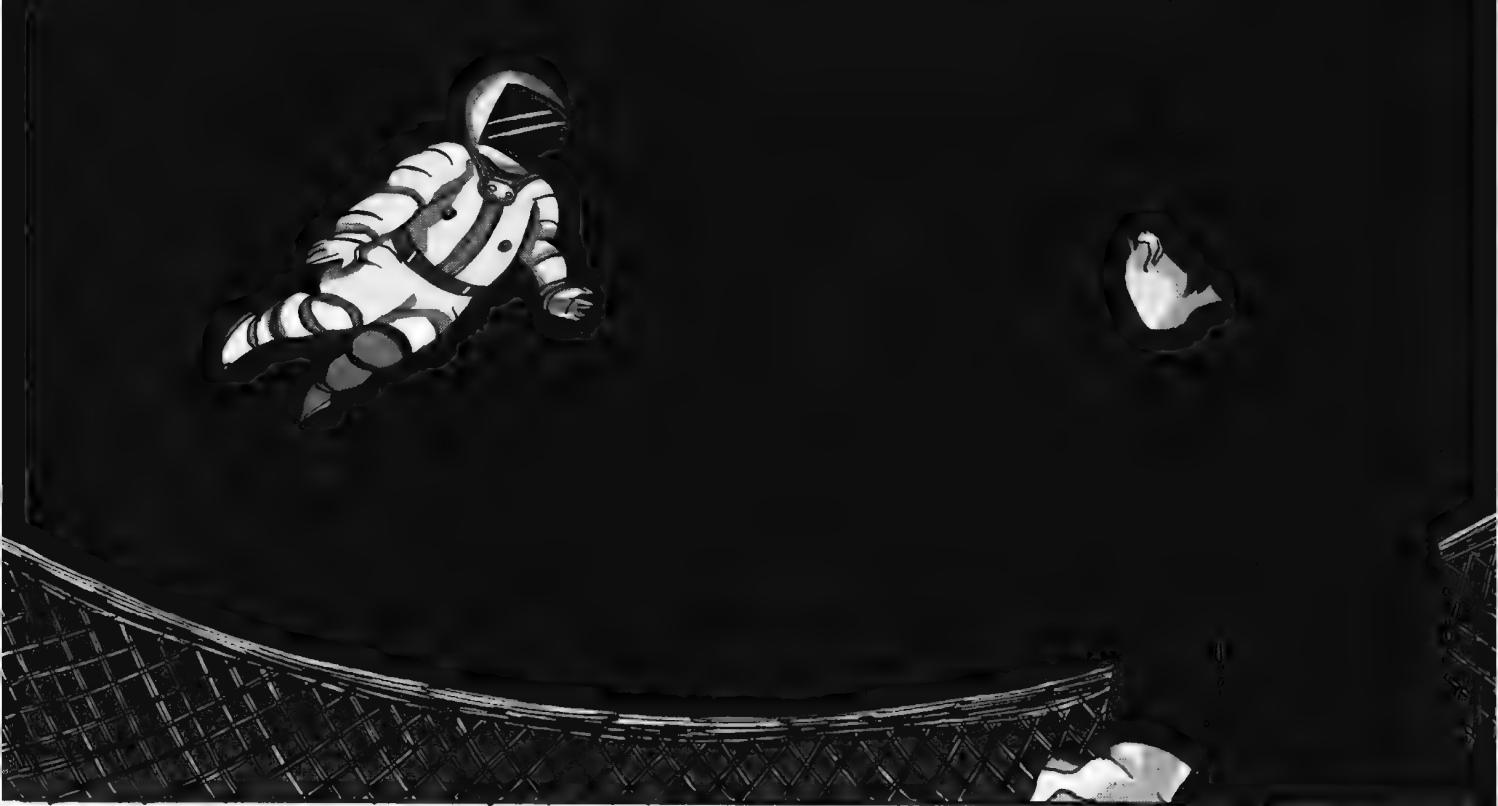














Nice to meet you! I'm Sires.

Thanks so much for letting me join in on this anthology. Since this is my first doujin, I'm worried about some parts, but I'd be happy if you guys could enjoy it even a little.

I'm a huge fan of LSD, or rather, OSD products. I could go on for a while, but instead I'll just say this: I want to put things flooding with originality and thought out into the world!!

Many thanks to Suda, the organizer of this anthology, and to all of the other participants. And to everyone who picked up a copy of this book, I cannot express my gratitude enough!

HAVE FUN,
TAKE CARE, &
SWEET DREAMS!

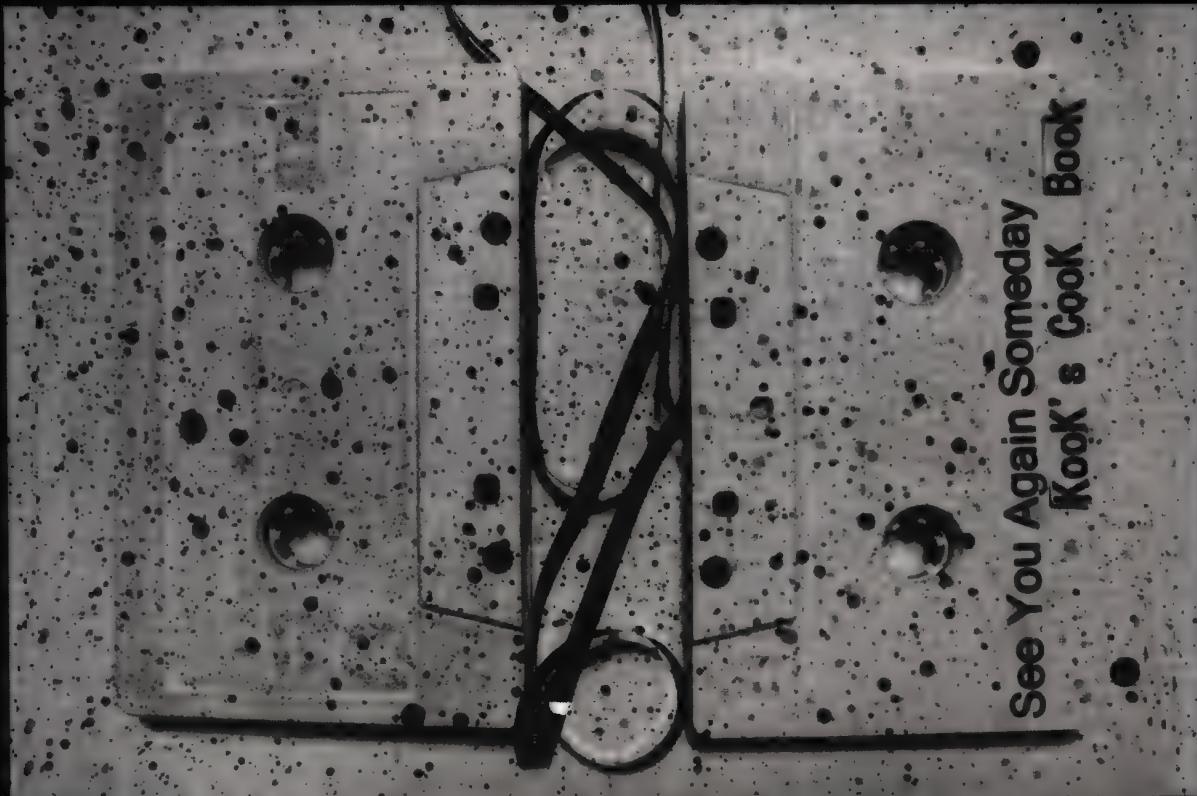
Jam Black
A.M. Sires

Website <http://www.blackstarr513.com>
Twitter <http://twitter.com/EvilApple513>



<!--comment-->

See You Again Someday
Kook's Cook Book



Nice to meet you, I'm Yuu.
Sorry about the shitty drawings m(・_・;)m

I only just recently started with LSD, so I'm a super beginner. A lot of people see LSD on the same wavelength, so I was a little uneasy, but it was fun to peruse the anthology and exchange ideas with others♪

For activity related to LSD, I live stream it on Niconico. I also deliver hand-drawn pictures and so on.

I hope you enjoyed♪

twitter: ok_o_me

Yuu

<!--comment-->

Nice to meet you.

I'm Shiita.

Normally I'm a cameraman, but since I recently purchased LSD on the Playstation Game Archives, I was allowed to join the anthology. I used a Toideji camera to make a picture diary-style entry. It was kind of an unusual endeavor, but I was still somehow able to complete it. Next time, if the opportunity arises, I'd like to do one in color... That world definitely wants to be displayed in color.

Thank you very much for looking through.

Shiita



Flickr:<http://www.flickr.com/photos/57197805@N04/>
e-mail:cutout_photo@hotmail.co.jp

I retain the rights to all opinions, thoughts, grievances, and commentary.

I stream LSD here That's it!

co203284

<!--comment-->

Hey, it's Liuno.

It has been an honor to participate in this LSD anthology.
Since this was my first time taking part in a fan work like this,
I couldn't tell left from right, but I think that my work will contribute
a little to all the readers' LSD gameplay.

However, when I bought the game the days were short, so I believe that
there are still some insufficiencies regarding verifications. Please forgive me.

As far as my personal activity with LSD, I post Let's Plays and I live stream it.
If anyone is interested in that, definitely come over and check it out some time.



■ LSD Let's Plays

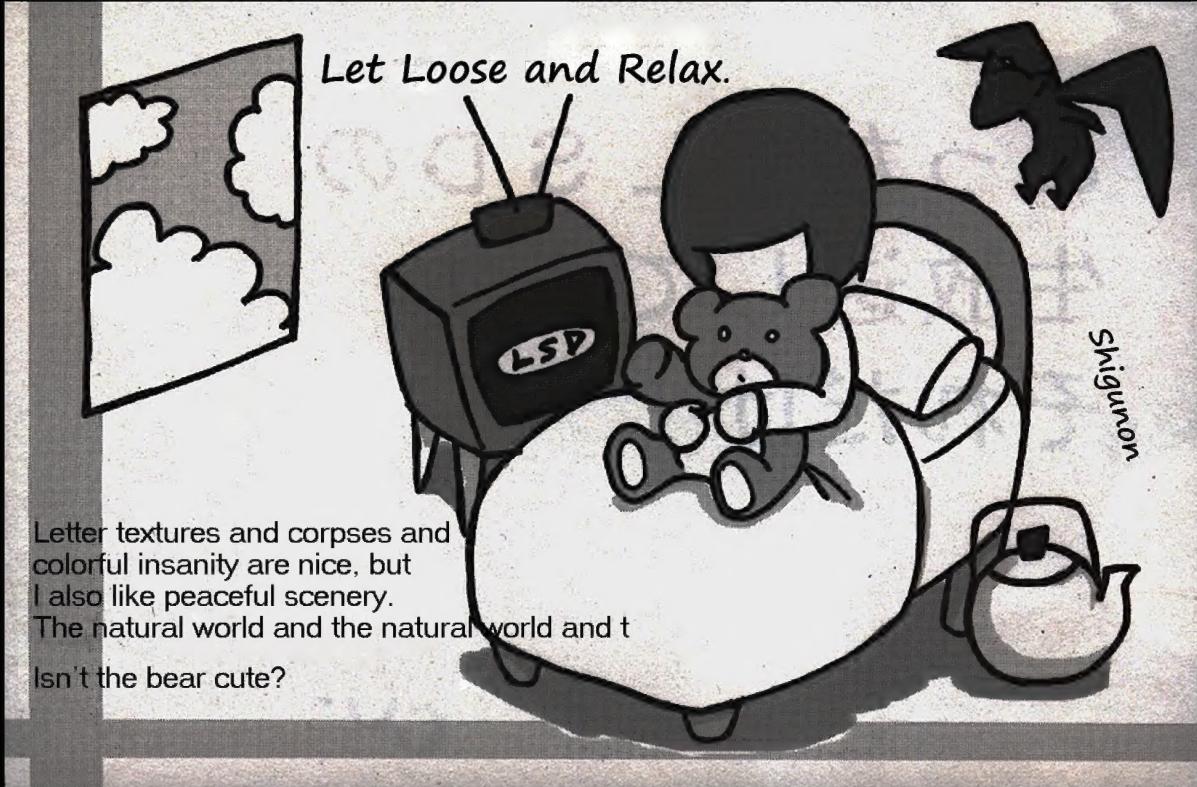
<http://www.nicovideo.jp/mylist/26038759>

■ General LSD Community

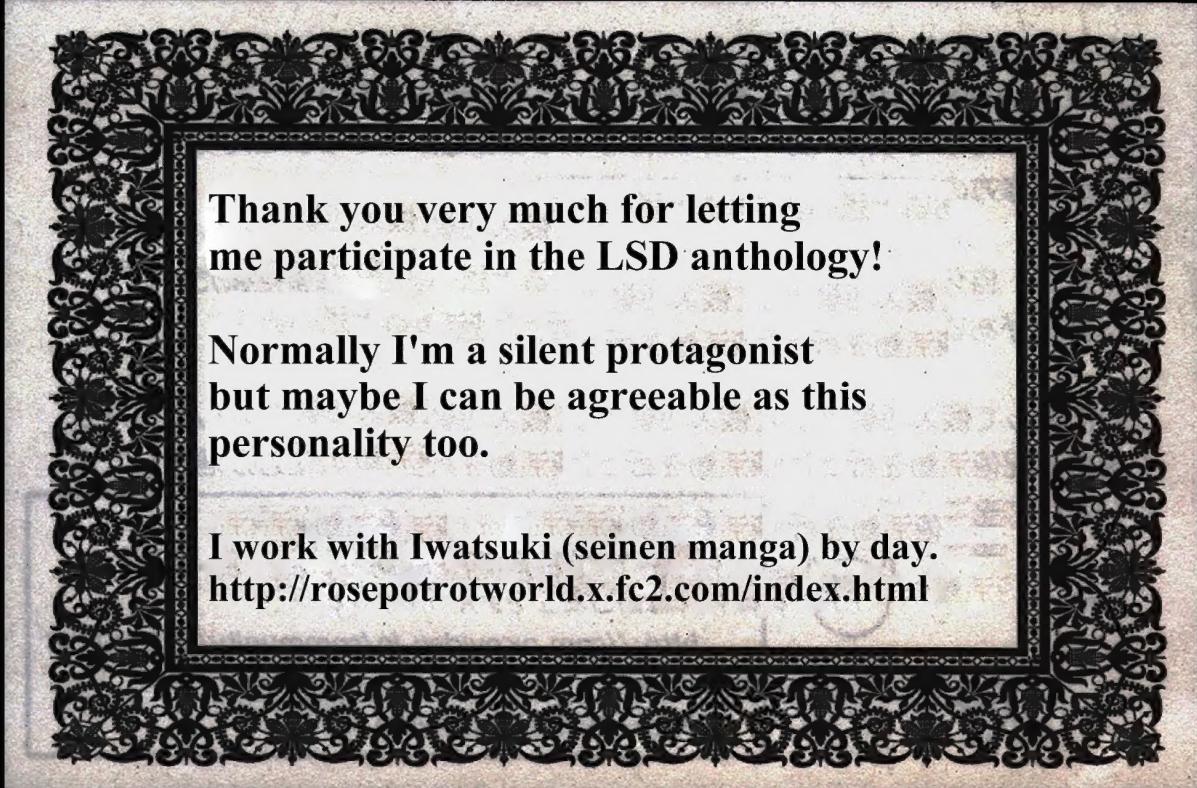
<http://com.nicovideo.jp/community/co1320538>

■ Twitter

<http://twitter.com/liuno>



<!--comment-->



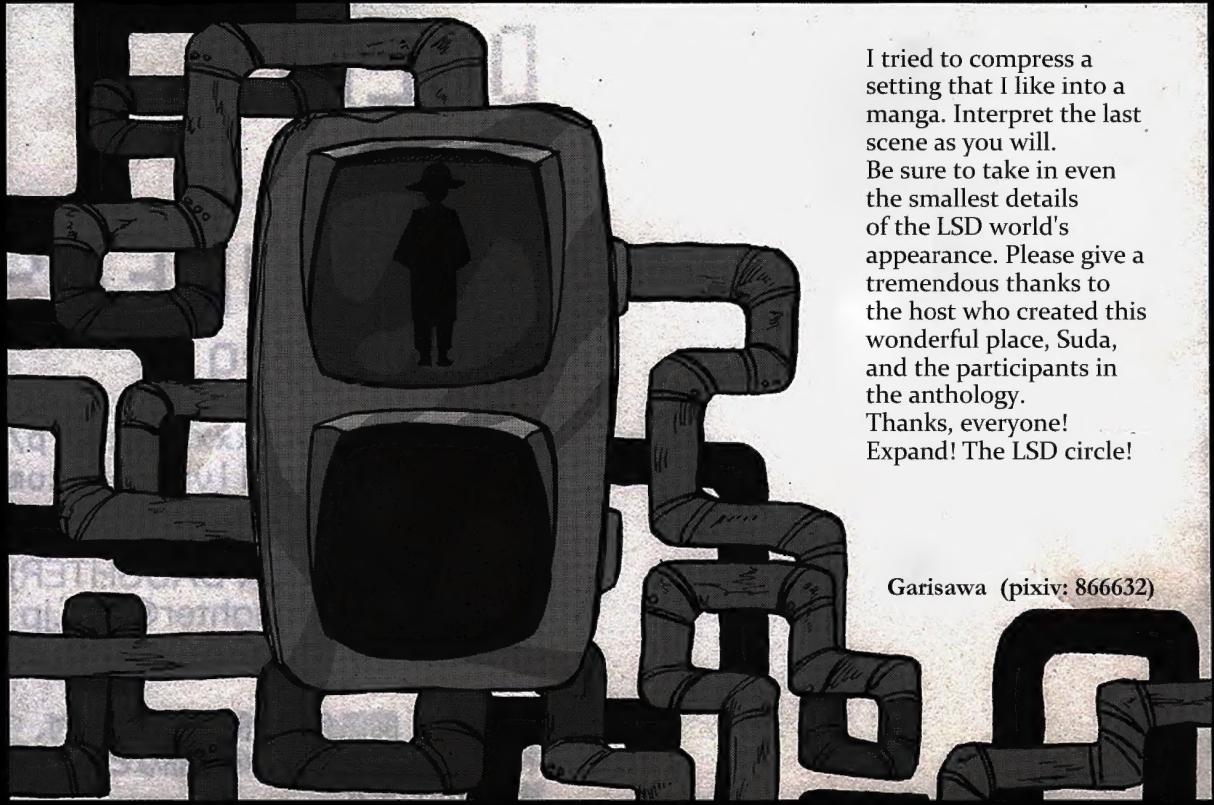
**"LSD... is an amazing game...!"
I said as I zealously started this project.
Precisely because I got more support than I'd
imagined, plus the passion of the participants,
we were able to safely publish this anthology.**

**Supposing that this book returns to the dream world
on its own: If you have the chance, there's
no greater joy than spearheading a project like this.**

Thank you all so much!

Suda (The Organizer)

<!--comment-->



I tried to compress a setting that I like into a manga. Interpret the last scene as you will. Be sure to take in even the smallest details of the LSD world's appearance. Please give a tremendous thanks to the host who created this wonderful place, Suda, and the participants in the anthology. Thanks, everyone! Expand! The LSD circle!

Garisawa (pixiv: 866632)

LOVE
SWEET
DREAM
and
FOLLOWERS

2011/12/29

<http://lsdbonxxxxxxxxx.jp/>
lsd_anthology@livedoor.com

Sponsor : Suda (KICK DAUGHTER)
Contact Info : kick_daughter@goo.jp
Printing : Shimaya
Translation: Xiffle (Main Translator)
yzzyx (Asst. Translator)
Sires Jan Black (Self-translated)

19981022

KCB
Liuno
Garisawa
Shiita
Shigunon
Sires
Karacha
Samuten
Suda

LSD Fan Anthology
12/29/2011